

Jan 10  
2022

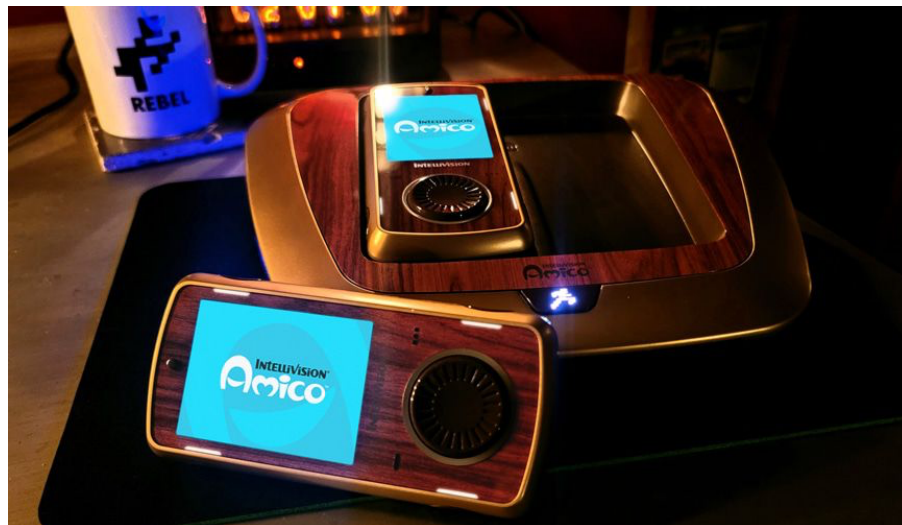
## Q4 2021 - Updates, Progress, Reviews & New Videos!

We hope everyone had an amazing Christmas/Hanukkah/Kwanzaa/Holiday as well as a safe and Happy New Year with family & friends!

As 2022 begins we wanted to provide you with a plethora of information and updates that occurred during Q4 of 2021 as we continue to work hard to get Amico to market. Although 2021 was a very challenging year due to continued manufacturing, component pricing/scarcity, shipping and supply chain issues; we are doing everything we can to navigate these unprecedented times while the entire team continues to push hard every day to build the best possible products.

As we progress and accomplish goals in the production phase of manufacturing, we want to share one of our recent achievements as we navigate our initial release date for 2022.

These are the pilot production plastics used for the final verification of mass production tooling setup for our Vintage Woodgrain edition. This tooling will be used in our initial run with our contract manufacturer, giving the manufacturing team an opportunity to validate various assembly and quality control processes in preparation for mass production.



### Live Public Events & Reaction Videos

Salt Lake City, UT

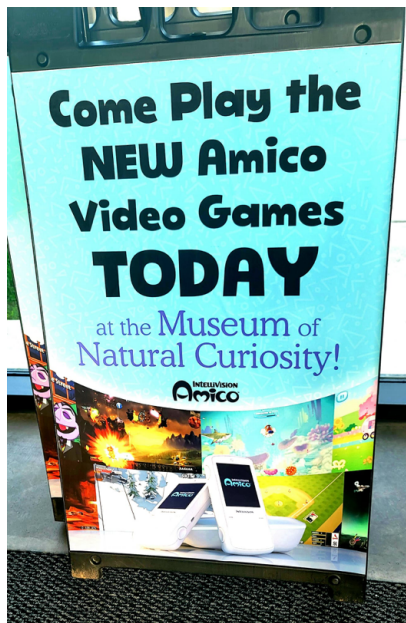
Hundreds of people came out to play Amico for the first time in October at a big event we held in partnership with the Museum of Natural Curiosity at

event we held in partnership with the Museum of Natural Curiosity at Thanksgiving Point in Utah. Thanksgiving Point is known to be one of the most popular hubs for families in the area and we were thrilled to work with them to put on such a successful event. It was great to see so many families instantly loving Amico! Some feel that this is the best video reaction yet!

## Intellivision® Amico™ Demo Reactions | Thanksgiving Point - ...



<https://youtu.be/Z0s9PgoxkM8>



We also held a few events in the Boston, MA area in November.





**GREAT STORIES**  
2 South Main St. #202, Uxbridge, MA 01569

**SUN. NOV. 14TH**  
**5PM-8PM**

Although smaller in nature, these events saw many families and popular gaming influencers trying out Amico for the first time and generated a lot of excitement for what we are doing. Here is one of our favorite in-depth reaction videos. If you are interested in getting a lot of detailed information about what Amico is like from a first time player, THIS is definitely the video to watch!



<https://youtu.be/BfrZcTjPI1Y>

Please make sure to sign up to our mailing list (if you're not already) so you won't miss out on new information or live events in 2022. You can sign up to our Mailing List here: <https://intellivision.com/subscribe>

#### **Deep Dive video series!**

This winter we also launched our Deep Dive video series where myself and Chief Technology Officer John Alvarado walk you through an in-depth review of our games. Each Deep Dive video takes a comprehensive look at individual Amico titles, providing viewers with history, insight and tips and tricks about gameplay. Here are the first four that we released.

Astrosmash

**Amico™ Deep Dive - Intellivision® Astrosmash®**



<https://youtu.be/3KwBd6TKdwg>

Shark! Shark!

Amico™ Deep Dive - Intellivision® Shark! Shark!



<https://youtu.be/Eg0L2IN4wtA>

Missile Command

Amico™ Deep Dive - Intellivision® Missile Command®



<https://youtu.be/isB5F86SpKI>

Armor Battle / Tank Battle

Amico™ Deep Dive - Intellivision® Tank Battle (final name TBD)



<https://youtu.be/6-VPGTi4o-M>

The latest video we released at the end of the year was a new Sneak Peek video revealing our User Interface (U.I.).

#### Intellivision® Amico™ Sneak Peek | User Interface



<https://youtu.be/oi8SoVv04Os>

In Q4 of 2021 we also revealed our Limited Collector's Boxed Edition physical products which will be sold at retail and currently can be purchased as bundles directly from Intellivision. We have created a really unique and fun way for collectors to enjoy getting their games as well as giving us more in-store retail presence to consumers.

#### Physical "Boxed Edition" Product Reveal | Intellivision® Amico™



[https://youtu.be/1c6y\\_-SQsqk](https://youtu.be/1c6y_-SQsqk)

Please make sure to SUBSCRIBE to the Intellivision YouTube channel (and click the Notification bell) so you'll be notified as soon as any new videos are posted.

**[SUBSCRIBE HERE!](#)**





One of our main goals at Intellivision has always been to build a platform and games that everyone can enjoy, no matter what your skill level or interest in video games. This fundamental goal has driven everything from our hardware and controller design, to our User Interface as well as the game graphics and gameplay experience. So it's always great to see fans of Amico doing reaction videos to our games with their non-gamer significant others. Here is a couple from the UK who give their in-depth reactions to our Amico Deep Dive games and videos.

#### Amico Deep Dive! - Our Reaction to Astrosmash Gameplay!



<https://youtu.be/bsObxsHo2es>

#### AMICO DEEP DIVE! - WE REACT TO THE INTELLIVISION SHAR...



<https://youtu.be/xYCxnpM46oM>



### Intellivision Amico Club on Facebook!

We started a private Facebook group where thousands of fans have signed up already to have daily conversations about Amico. It's a positive, light-hearted, fun filled, drama-free group to celebrate anything Intellivision related (including the original system which turned 42 years old on December 3rd, 2021!). **[YOU CAN JOIN HERE!](#)**

### Best Buy Canada Pre-Orders SOLD OUT!

This past October, Best Buy Canada announced pre-orders for Intellivision Amico on their website. The Best Buy author of the article stated on Twitter that the entire Best Buy Canada pre-order allocated stock had sold out within 48 hours.



### Official Intellivision FAQ Updated

Unfortunately in this day and age of the internet and social media, there is a lot of misinformation out there about products and Amico is no exception. In order to ensure that all of the latest information and facts can be viewed in one centralized location, we have updated, expanded and added to the FAQ section of our website. You can check it out here: <https://intellivision.com/faq>

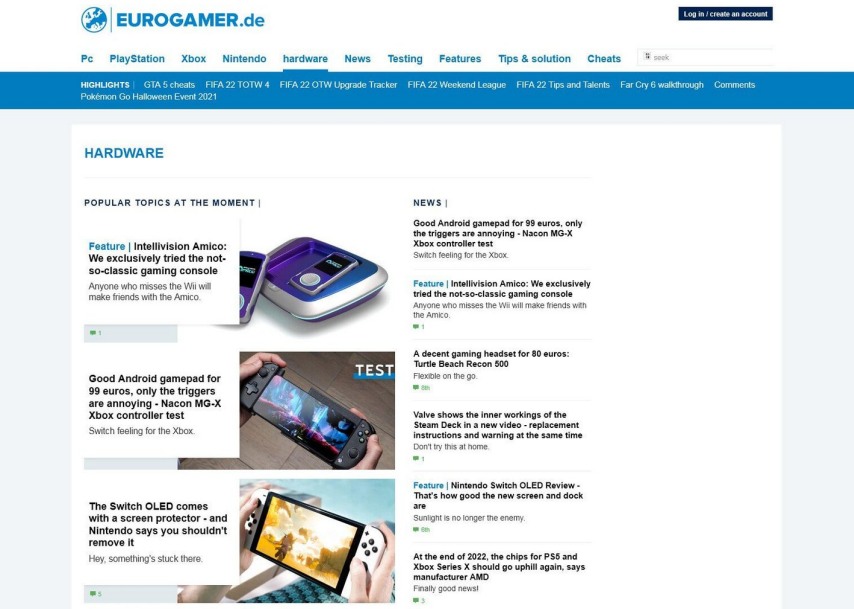
### Press & Media

Here are some of our favorite press/media mentions from Q4 of 2021.

Here's a hands on first impression from Eurogamer and two of their German

German publications. Eurogamer is one of the largest gaming websites in Europe

remade reviewers. Eurogamer is one of the biggest gaming websites in Europe and Germany is consistently in the top five countries for video game revenue. This is the Google translated link from German to English. We made the front page of their website and the gals mentioned in their byline that "Anyone who misses the (Nintendo) Wii will make friends with the Amico".



In the fall and winter of 2021, we continued to be highlighted on both the AARP website and in their magazine. For those not familiar, AARP The Magazine is the world's largest-circulation magazine with more than 36 million readers.

Here's a really cool three page interview and feature in Old School Gamer magazine.

We had a great Italian GamePro magazine feature on Amico which was so well received that they decided to do an English version as well.







be over 10. At least these are the intentions. No additional content and no microtransactions, for a rich and consistently updated library. We are talking about both sports titles and classic board games, puzzle games and educational games that will be purchased through a dedicated digital version. At the time of purchase, in compliance with its philosophy of immediacy, the console will be sold with 6 titles pre-installed and 20 titles available on the platform. Subsequently and periodically, other games will be shared together with the Nintendo Wii. To understand all Amico owners at a price of about 10 euros. Currently, the console can be ordered in Italy from the specific page of the American site, the price is ab-

solutely in line with the Amico philosophy, we are talking about 250 euros, shipping costs not included shipments. Of the three models currently available in pre-order, the evocative woodgrain certainly stands out, which clearly reminds of the legendary original Intellivision. We are extremely intrigued by this project that is shaped as something totally unrelated to the mechanisms of the console war and very close instead to a way of understanding the video game that (focusing on console level) seems more like what went together with the Nintendo Wii. To understand something more, we went directly to talk to the key figures of Amico, Tommy Tallarico and Hans Ippisch.

"The project consists of creating a machine for families, easy and ready-to-use as systems of the 70s and 80s"

#### GAME

In progress



like Sega, Activision, EA & Nintendo for over 2 years, but because of the unique style of games we are making, we don't really need them in order to succeed. All of the best innovation is coming from the indie. Developer scene right now and we already have over 50 developers lined up and making unique and exclusive games for us.

GP: Do you believe that the Metacritic system, with all its problems and criticisms, will also influence Intellivision Amico?

TI: No. Not at all. Our target market (families, casual gamers, etc.) is not on Metacritic.

GP: Amico is an Italian word, we are Italian and you too are quite an Italian ... How did you choose this name?

TI: There is a bit of an "Italian spirit" in the new Intellivision!

TI: Absolutely! Forza Italia! All four of my grandchildren were born in Italy and I am very proud and passionate about my Italian heritage. This is why I wanted to use an Italian word to name the console. But also, it's the Italian passion for life, art and FAMILY which also rings true throughout the entire way of thinking when designing everything for Amico. My Italian heritage and the Italian culture is something that is very important to me. I have a lot of family still out there, I have many friends there, I even got married in Italy and traveled around the entire country for a month on our honeymoon.

GP: Zero DLC and zero in-game purchases. Why aren't you afraid that it may be anachronistic?

TI: Not at all. I think the reality is that most people hate microtransactions, loot boxes, in-game ads & purchases, etc. Games these days are being designed especially on mobile to try and suck as much money out of you as possible. I find this very disappointing. We are proud to bring the industry back to a time when you just bought a game and owned it forever. If for any reason a game needs a patch, that is fine. But we're not going to charge people for extra content. I'd rather just make a second game as all of our prices for our games are only \$9.99 or less on launch (prices will go up in the future, but never crazy). We are not trying to make or sell Call of Duty or Fortnite. Any of the other systems can do that. We are just interested in making fun and easy to understand and pick up and play games for everyone, no matter what your skill level. And at the end of the day, the real fun is playing all of our games in multi-player or couch co-op mode. Our goal is to bring gaming back into the living room and something that can be played by everyone at the same time. I can't wait for people to try it out!

#### GAME

In progress

## IL MIO NOME È AMICO. INTELLIVISION AMICO

Federica Farina  
e Fabio D'Anna

Nonostante i ripetuti posticipi, la console per famiglie della rockstar del gaming Tommy Tallarico resta un progetto coraggioso e ambizioso. Ne abbiamo parlato con il protagonista

Intellivision non è proprio un nome qualunque, nel settore videoludico, e mai solo perché la parola è stata scelta per scoprire più di una lacrima sul volto dei nostalgici del passato. Racconta il punto di vista per riportare la storia di questo progetto fin dalle sue origini e per comprenderne meglio la particolare console che sta per debuttare sul mercato, precisamente il 10 ottobre 2021. L'idea di riportare in vita Intellivision come un vero e proprio hardware non è mai tramontata. Qualche anno fa, un'incredibile annunciata la batteva il cuore degli appassionati, ed ecco che, nelle file di settore, si comincia a parlare di un ritorno della macchina, sembra quasi impossibile, ma quant'anni dopo Intellivision pare davvero pronta a risorgere dalle sue ceneri. Importantissimi sono dell'industria ne parlano seriamente, primo tra tutti il leggendario Tommy Tallarico, un veterano del settore, musicista videoludico acclamato prima nella game music, fin dai primi anni Novanta e, incidentalmente, anche un dei designer del sistema. Nato a Springfield e amante anche del Sinatra (che non dimentichiamo: Tommy ha sempre detto a tutti che il suo grande sogno era far riemergere l'intellivision dalle sue ceneri). L'occasione, si fissa,



con alcune personalità di spicco legate al sistema originale, tra cui Keith Robinson (uno degli ideatori originali del sistema) ha fatto il resto, concretizzando l'obiettivo. Il sogno, del resto, l'UTOPIA non scoppia. Nell'ottobre dell'anno successivo, il nuovo sistema viene ufficialmente annunciato, durante una diretta live di settore tanto attesa da Keith, il Portland Gaming Expo. E viene anche

una malattia nel 2017, prima di veder materializzare l'incredibile progetto. Tommy, rimasto solo, prende le redini del tutto e decide di dedicare la realizzazione di Intellivision Amico alla memoria dell'amico scomparso. Nell'ottobre dell'anno successivo, il nuovo sistema viene ufficialmente annunciato, durante una diretta live di settore tanto attesa da Keith, il Portland Gaming Expo. E viene anche

#### GAME

## Nation games A TALK WITH TOMMY TALLARICO, PRESIDENT OF INTELLIVISION

Federica Farina con Marco Accardi Richards

GP: Now that the launch of Amico is approaching, what are your expectations in terms of numbers and on the impact that it will have on the media and gamers?

TI: Even though we already have over 100,000 pre-orders and purchase orders, because of the worldwide component crisis we are forced to do a similar "soft" launch of the product this year. And that's okay. Although not the way we would have liked, we are live with working before we run. The good news is that everyone who plays it really loves it and wants one. So keeping up with the high demand may be frustrating from a business standpoint, but in the end, the reality is that people really want it. And ultimately that is a great sign for things to come.

GP: Speaking of launch, can you give us certain dates about the US and Europe markets?

TI: Not initially because all of our games are 1st party or considered 3rd party. Meaning we are the publisher. We do this to ensure quality control. So although we have a lot of great licenses and remasterings things like the Atari 2600 etc. They haven't considered the publisher of the game. We've been talking to big publishers

smart with how we approach our initial launch. Unlike these other companies we can't afford to lose hundreds of millions of dollars on the initial hardware sales.

GP: We saw that the first wave of games will be expected at launch and soon after. What can we expect next?

TI: Every Amico comes with a game! Not demoes... full games! We will probably have anywhere from 15 - 25 other games available on launch as well (will depend on how many units we are able to get out there and the timing of everything). From there we expect to release one new game every 2 weeks initially. As we grow, that number will probably be about 1 a week. We really care about QUALITY over QUANTITY and it's rare for any new video game platform to launch with around 20 brand new and exclusive games.

GP: Will there be any big third party publishers jumping on board?

TI: Not initially because all of our games are 1st party or considered 3rd party. Meaning we are the publisher. We do this to ensure quality control. So although we have a lot of great licenses and remasterings things like the Atari 2600 etc. They haven't considered the publisher of the game. We've been talking to big publishers



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INTELLIVISION AMICO

## The European Theatre HANS IPPISCH TELLS GAME PRO ABOUT HIS CONTINENTAL STRATEGY

GP: What are the difficulties of launching Amico in Europe?

HI: From a logistical point of view, Europe is definitely a challenge with its different languages, currencies, and age ratings. But we all mastered them, shipping every Amico game with more different languages (including Italian, French, Spanish and German). We are especially looking forward to launch Amico in your country, since the response to Intellivision Amico was particularly positive in Italy. Two of our forthcoming games are even developed in Italy!

GP: Can you tell us any titles that you think will be particularly decisive in this market?

HI: I believe that our target group's international preferences don't differ that much anymore, titles like Moon Patrol, Brain Chial, Dynamaster or Blaster should work very well everywhere. Only in the field of sports will of course "Tennis Focus" play a more important role in Europe, as will Power League Baseball in the USA.

GP: Between traditional consoles, PC and mobile, is there still room for Amico?

HI: Definitely, however we see the market a little differently. There are only about 20 million core gamers on the market, but 3 billion casual gamers who play on their mobile phones.



10 | 19

And with Intellivision Amico we want to help casual gamers to have fun in the living room with their friends.

GP: The first Intellivision dared to do alternative advertising for the first time in the video game industry. Will you be a little cheeky too?

HI: You are right, this is one of the innovations Intellivision is known for. GP

course we want to continue this tradition of innovations, but we will not deal with competitors via advertising, but convince customers with unique gaming experiences, for example with the old game "Farkle", the all-cross mode in "Intellivision Skiing" or the 3D-Map Multiplayer mode in "Dynamaster" that you can't experience on any other console!

INTELLIVISION AMICO

## 5 giochi imperdibili

1. **Rigid Race Rods:** un classico hard-core che ha fatto da modello. Rods è il grande shifter del passato, ma con una grafica modernizzata che lo rende familiare anche ai più giovani, obiettivi e giocare è così intuitivo come allora. La versione in uscita per Amico avrà un fenomeno multiplayer esclusivo per i genitori della console.

2. **Bankhouse** che è stato oggetto della serie oggi, i romanzi dello sviluppo di questo titolo si susseguono ormai da più di 30 anni. Al tempo il suo buona parte degli sviluppatori originali è rimasta, ma tutti i giochi per Amico di cui si conoscono l'immagine, il modello che di tutti ha il più lungo tempo di sviluppo, è stato diversamente da giocare in più persone.

3. **Breakout:** forse alcuni non lo riconoscono il più conosciuto per Amico è stato il più grande gioco del mondo per tutti e Commodore lo, per un sistema giochi formati su Intellivision con il nome di Space Frenzy. Risale a un tempo di stile pervenire una discreta customizzazione del proprio mondo ludico e un tempo games di qualità di oggi.

qualità macchina di intrattenimento casalingo, attualmente disponibile sul mercato. Intellivision Amico ha 5 giochi esclusivi che in parte saranno rilasciati modernamente da parte di Atari e Commodore, e in parte saranno giochi formati su Intellivision con il nome di Space Frenzy. Risale a un tempo di stile pervenire una discreta customizzazione del proprio mondo ludico e un tempo games di qualità di oggi.

10 | 18

Here's a nice write-up in ImagineFX magazine about our retro reimaged art for our Collector's Boxed Edition games. Our super talented Intellivision Art Director Mike Dietz was also the Art Director for Disney's Aladdin (Genesis/MegaDrive), Global Gladiators, Cool Spot and of course Earthworm Jim 1 & 2!

## Repainting the past

**Retro revival** How the Intellivision Amico is picking tips from the 80s

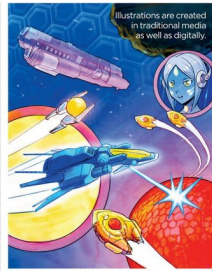
The upcoming Intellivision Amico games console treads the fine line between being a modern platform and a retro revival.

"We don't want to be perceived as a retro console," says art director



**Mike Dietz.** The hardware picks up design notes from the 1980's console, including a woodgrain version. But it's the vintage box art we love. "I really wanted to not make it entirely retro, but I wanted to kind of tip my hat to the old designs," comments Mike.

"As soon as we started talking about what we wanted these illustrations to look like, we knew we wanted them to have a little bit of a



Art director Mike Dietz wanted to combine a retro style with modern game art techniques.

nod towards that 1970s illustration style," he confirms. Mike explains that the cover illustrations are created from a mix of traditional media in brush pen, inks and watercolour, as well as digitally in Photoshop.

"It's a very fine line to hit," says Mike as he reflects on achieving the tone with the vintage-looking art. "You know, I think having lived through the 1970s I'm a little bit more sensitive to what's right and what's not."



Illustrator Marty Davis painted this new yet vintage take on Missile Command.

Creating the art, like the console, was a balancing act between creating illustrations that recalled the era of plaid shirts, Space Invaders and wood-panelled everything without feeling like a simple reproduction.

Mike explains: "We want to do something new that hasn't been done before, but with an eye on our past." We get it, and you can too very soon.

[Get a closer look at the Intellivision Amico console at intellivision.com.](#)

Thank you as always for your support and patience. The team here is doing everything in its power to create a successful launch of Amico. As soon as we have a more firm release and shipping date we will make sure that you are all some of the first people to know. We couldn't have come this far without you and we look forward to a successful 2022!

Tommy Tallarico  
Founder / President / Chief Creative Officer



**Tommy Tallarico**  
Intellivision Amico

♡ Like (23)    💬 Comments (36)



**Joy Kovacs**

6 months ago

Hey Everyone! I was so excited to invest in this incredible opportunity. Just wondering if there are updates? Was really expecting this to explode after Christmas 2021?

♡ Like    ✍ Reply



**Shari Allison**

6 months ago

Hello,

As I am reading through the comments. I read that Tommy has stepped away from his position.

Is that true? As an investor I wonder if somehow, we could get an update on the success of this company? Or is there a company? What is going on with the game console etc?

♥ 1 like    ✎ Reply



**Shari Allison** @tyler-smith-cab7eed2-f8ee-4d65-96c2-70c291e74bbd

Thank you for the information Tyler

♥ 1 like · Reply · 6 months ago



**Shari Allison** @david-cash Thank You David For the information. I figured from what I was reading and what little research I did do that the company was a loss. Didn't lose a lot but right now those loses are starting to add up.

♥ 1 like · Reply · 6 months ago



**John Gough**

6 months ago

Could we please get an update on what's happening with our investments, is this a dead duck or what

♥ Like    ✎ Reply



**Saul Guity David**

6 months ago

I need my email to be updated "Saulguitysaoul5555@gmail.com"

♥ Like    ✎ Reply



**Dipak Chatterjee**

7 months ago

By when will be able to sell?

♥ Like    ✎ Reply



**Dipak Chatterjee** @mark-lenz no idea, lets see

♥ Like · Reply · 7 months ago



**Al LHomme**

7 months ago

Also, is Tommy still involved or has he completely stepped away?

♥ Like    ✎ Reply



**Al LHomme**

7 months ago

Hi, will there be a formal investor update soon regarding the state of the business? It would be good to understand who has picked up CEO reigns after Tommy has recently stepped down.

♥ 1 like    ✎ Reply



**Allen Ward**

8 months ago

Good morning Tommy. I thoroughly read everything in your article for the fourth quarter of 2021. It's all very interesting and really awesome to hear all those people loving Amico and the games that you guys created. You guys are doing a really really good job !! Keep up the good work and God bless. Allen Ward

♥ Like    ✎ Reply



**Joe C** @allen-ward i have a bridge to sell you

♥ 2 likes · Reply · 7 months ago



**Allen Ward** @joe-cochran-1 How much ??

♥ Like · Reply · 7 months ago



**Allen Ward** @joe-cochran-1 Hi jo jo. How much for the bridge ? And where is it ?

♥ Like · Reply · 7 months ago



**Richard Jimenez**

8 months ago

Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

Sigh..

♥ 1 like    ✎ Reply

View 1 more reply



**Richard Jimenez** @james-trent maybe I am pissed of about the situation, maybe others (including you) 'might' not know and needed to know this. You perceive it as a distraction, maybe there needs to be a 'wake up call'...all in all I still want them to succed at the end of the day, but at this moment, things are not looking good...

♥ Like · Reply · 7 months ago



**Joe C** @richard-jimenez rest assured they are continuing to push forward, whatever that means.

♥ Like · Reply · 8 months ago



**Richard Jimenez** @joe-cochran-1 I hope so,time will tell....but I do still wish for them to succeed and turns things around.

♥ Like · Reply · 8 months ago



**Joe C**

10 months ago

Bye bye money.

♥ 4 likes    ✎ Reply



**Nick Richards** @jack-pollick @joe-cochran-1 Jack/Joe, of the long-term debt listed, \$5,689,133 or approximately 80% is accounting for future revenue share payments as related to the Republic revenue share offering. The auditors required the company to list all investment coming from Republic as a long-term liability as it ultimately will need to be paid as the company grows its revenue and pays out returns to Republic investors. This is not traditional debt.

♥ Like · Reply · 9 months ago



**Richard Jimenez** @joe-cochran-1 Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

♥ Like · Reply · 8 months ago



**Richard Jimenez** @nick-richards-2 I hope so,time will tell....but I do still wish for them to succeed and turns things around.

♥ Like · Reply · 8 months ago



**Holly Friedson**

10 months ago

Seems that this has been taking too long.  
Something more than supply chain issues!  
I'm loosing faith

♥ 5 likes    ✎ Reply



**Nick Richards** @holly-friedson Hi Holly, we continue to push forward and will be announcing later this month when the initial units will start shipping.

♥ 1 like · Reply · 10 months ago



**Richard Jimenez** @holly-friedson Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been

lost unfortunately. They will probably do another raise to make up for lost revenue".  
Sad part I really really wanted to see this a reality...

♥ Like · Reply · 8 months ago



**Robert Zeilinski**

10 months ago

It's been a while since the last update. While the details are appreciated, I still have a ton of questions.

Q: Why end of year console goals were not met despite statements in September as

Show full comment

♥ 7 likes    ✎ Reply



**Richard Jimenez** @robert-zeilinski Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

♥ Like · Reply · 8 months ago



**Joe Lange**

10 months ago

I just see Intellivision as a disrupter in video games. On ward and upward Tommy.

♥ Like    ✎ Reply



**Nick Richards** @joe-lange Thanks Joe. The team is pushing hard every day to get the first units out. Thanks for your support.

♥ Like · Reply · 10 months ago



**Richard Jimenez** @joe-lange Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

♥ Like · Reply · 8 months ago



**Terry Jenson**

10 months ago

Is it True that Intellivision has squandered the majority of investor funds and will likely fold?

♥ Like    ✎ Reply





**Nick Richards** @terry-jenson Terry, the vast majority of all investor funds have been spent on the design and development of the hardware and software which includes games. We would not consider this "squandered" in any way. We continue to raise investment funds as bringing a brand new gaming console to market costs tens of millions to do properly. We do not plan to "fold" and continue to push towards launch in 2022.

♥ 1 like · Reply · 10 months ago



**Richard Jimenez** @terry-jenson Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

♥ Like · Reply · 8 months ago



**Pat Kay**

10 months ago

Thanks for the update Tommy and the team at Intellivision! I really admire your team's enthusiasm and dedication. I would definitely look forward to another short, well edited kickass trailer of the games, console, and company release to the mass market when you get your launch date hard confirmed versus, releasing more deep ..

Show full comment

♥ 1 like   ✎ Reply



**Richard Jimenez** @patrick-wilson-6 Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

♥ Like · Reply · 8 months ago



**Ramon Irigoyen**

10 months ago

Hello Mr. Tallarico:

I am one of the investors for Intellivision Amico and would like update on the progress of Regulation A.

I know that lots of updates been send regarding shows and promotions for Amico but

we as investors feel that we are on the dark. Can you please send reply. Thanks. RR

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**Holly Friedson** @ramon-irigoyen something is definitely going wrong!! Alot more than supply chain issues.

I'm starting to think I lost this money

♥ 2 likes · Reply · 10 months ago



**Joe Lange** @holly-friedson This is a business that you like or put your trust in. Not a get rich quick, there are issues everywhere because of supply shortage. You didn't invest in a stock company you invested in a startup. If you got the info from Teeka (Palm Beach Confidential) he has been pretty good on startups that are going to be big. So, give them time to be that great company they are going to be.

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**Richard Jimenez** @holly-friedson Tommy step down as CEO of the company unfortunately. Honestly it's a possibility that this is a failed deal, and me personally I lean more towards "The investment has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

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**Terry Jenson**

10 months ago

1. Would love to know the status of my account?
2. Does Intellivision Amico plan on going public in 2022?

terry.jenson@icloud.com

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**Nick Richards** @terry-jenson This offering is a revenue share offering. Revenue is expected in 2022 as we push towards launch. Intellivision does not plan on going public in 2022. If you would like more information on the status of your account, Republic customer support would be happy to answer any specific questions.

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**Richard Jimenez** @terry-jenson Tommy step down as CEO of the company unfortunately. Honestly it's a possibility that this is a failed deal, and me personally I lean more towards "The investment has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

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**Harbinder Flora**

10 months ago

Hi can you tell me if amico shares have gone to the stock market. And where can I see them and the share certificate

♥ 1 like   ✎ Reply



**Nick Richards** @harbinder-flora This offering is a revenue share offering. Revenue is expected in 2022 as we push towards launch. If you would like more detailed information on the offering, Republic customer support would be happy to answer



any specific questions.

♥ Like · Reply · 10 months ago



**Richard Jimenez** @harbinder-flora Tommy step down as CEO of the company unfortunately. Honestly its a possibility that this is a failed deal, and me personally I lean more towards "The investment has it has failed and my investment has been lost unfortunately. They will probably do another raise to make up for lost revenue". Sad part I really really wanted to see this a reality...

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**Andrew Leavenworth**

10 months ago

Would you please address how you are going to remedy the concerning issues noted in the arstechnica.com "Meltdown" article regarding Amico:

Price Point: "This early 2021 peek revealed less than \$100 in combined parts per unit" - "The cost of the components is \$250" - "The cost of the components is \$100"

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**David Szypulski** @tommy-tallarico-1 I also wanted to weigh on this as someone in their daily job for nearly 20 years, has been involved in design, manufacturing overseas, end user delivery, and this kind of misinformation from people that do not know what is involved is irresponsible. Component cost fluctuate week to week in most cases with electronics. but what people get wrong or don't understand. or

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**Andrew Leavenworth** @tommy-tallarico-1 Thanks, I read the Statement of Facts and appreciate the responses and corrections. It does seem to me, however, that the article makes a good point regarding the appeal of Amico being primarily the retro market (even if the longterm goal is to expand beyond that) and the retro

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**Tommy Tallarico** @david-szypulski Thank you for your informative (and correct) post. It's nice to hear current information and facts from others who are experienced in the field and understand the current challenges anyone in manufacturing is currently facing. We really appreciate your support and understanding. I can

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**Saugat Ghimire**

10 months ago

Great work . keep it up.

♥ 1 like    ✎ Reply



**Tommy Tallarico** @saugat-ghimire Thank you for your support!!

♥ 1 like · Reply · 10 months ago



**Nick Richards** @baruna-scalom I see you've just created your account and this is your first post. Sorry you feel this way. We will continue to work hard on providing accurate and timely information to our investors, customers and fans.

♥ Like · Reply · 10 months ago

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## Open for investment

Investors in Intellivision Amico also invested in these companies. View more



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Modern financial  
planning & wealth  
management



**Keto and Co**

Improving lives through  
better nutrition with  
award-...



**ElectroSpit**

Revolutionary talkbox  
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